SILKWORM

ENGLISH

LOAD ING INSTRUCTIONS
CONTROLS: JOYSTICK ONLY

ATARI ST
Insert disc in Drive A. Program will load and run.

AMIGA
Insert disc in Drive A. Program will load and run.

C64/128
TAPE: Hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run.
DISC: Type LOAD"*",8,1 and press RETURN.

AMSTRAD
464: Press CTRL and small ENTER.
6128: Type /TAPE and press RETURN. Press CTRL and small ENTER.

SPECTRUM
Put your machine into 48k mode. Type LOAD" " and press ENTER. Press PLAY on tape. Program will load and run.

One or two people can join in the fun... so once the game has loaded, follow the on-screen prompts to configure the options. In one-player mode you can choose to drive the jeep or pilot the chopper; if you're attempting a two player mission with a friend, fight over who is going to control what *BEFORE* pressing start!

Nuclear arms were outlawed by a series of international treaties after the fourth great war, and now civilisation has returned to low-explosive weapon systems with high delivery rates. War has almost gone 'green'.

Weight of numbers, together with very high firing rates, goes partway towards making up the shortfall in power occasioned by the ban on nuclear weapons. But even though the generals have been provided with an incredible number of tanks, planes, choppers, mines and field guns to play with, they are not at all pleased. They are in fact, well unhappy. The commanders of the One Continent Alliance have joined forces to show the political leaders that they have power – all the land, sea and subterranean forces of the Alliance have rebelled and a military coup looks inevitable.

Illustration: Junior Tomlin
Design: Khartomb

Our planet is only just clinging to its path through the solar system, having been set wobbling like a top by the energy released in the last of the nuclear wars. Should the generals succeed in seizing power they will return to the nuclear technology of war, and Earth will almost certainly be sent spinning off its orbit into the wastes of space, as yet another nukewar begins.

One small hope for the future of Earth remains. A group of weapons scientists working on advanced helicopter and land-vehicle projects remains loyal to the people, rather than the military. If drivers and pilots can be found for the prototype vehicles in loyal hands, an attempt to fight through the waves of advancing troops could be staged. There's a very very small probability that a skilled pilot or driver could take out all the generals. Those odds would be improved if a driver *AND* a pilot could be found.

Earth's chances of survival hang on a thread, a thread so gossamer fine that it could be made of silk. Realising this, the weapons scientists codenamed civilisation's last stand Operation Silkworm. Step forward hero, read the briefing and take the controls...

OPERATION SILKWORM: MISSION BRIEFING

Not surprisingly, weapons scientists are not experts at military intelligence. The data they have collected for the benefit of heroes is minimal, but nevertheless useful:

Whether you are working solo or as part of a two-man team, the objective is the same – blast your way to the end of the current level before the time limit expires. The more enemy forces you destroy on the way the better your chance of survival – and the more hero points earned. Time remaining at the end of a level is converted into points.

Landmines, when shot, release a cloud of plasma gas. Drive or fly into a sparkling plasma cloud, and for a while it acts as a shield, protecting you from enemy fire and collisions. If two plasma clouds are on screen at one time, collect the first and then shoot or run into the second to create a smartbomb explosion.

Gooseneck helicopters fly onto the screen as component parts and then assemble themselves. (You'll recognise one, the moment you see it.) Only the exposed 'neck' section is vulnerable to attack -- and it can take many hits. Destroy a gooseneck, however, and additional weapons systems can be collected.

The generals who are threatening the existence of the planet are found at the end of each level, lurking inside their command craft. While not indestructible, these vehicles are heavily armoured and can take multiple hits before being destroyed. To complete a level, the general has to be killed.

Good luck, volunteer.

PROGRAMMED BY RANDOM ACCESS
PRODUCED BY THE SALES CURVE LTD

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LONDON W11 2DX

DEUTSCH

LADEANWEISUNGEN

ATARI ST

Diskette ins Laufwerk A eingeben. Das Programm lädt sich und läuft.

AMIGA

Diskette ins Laufwerk A eingeben. Das Programm lädt sich und läuft.

C64/128

TAPE: Die SHIFT – Taste gedrückt halten und RUN/STOP drücken. Das Programm lädt sich und läuft.
DISKETTE: LOAD"*",8,1 ein tippen und dann die RETURN – taste drücken. Das Programm lädt sich und läuft.

AMSTRAD

464: Auf CTRL und die kleine ENTER – Taste drücken.
6128: /Tape tippen und auf RETURN drücken. Auf CTRL und die kleine ENTER – Taste drücken.

SPECTRUM

Den Computer auf 48k einstellen. LOAD"" tippen und auf ENTER drücken. Dann PLAY auf dem Recorder drücken. Da Programm lädt sich und läuft.

STEUERUNG: NUR MIT JOYSTICK

Ein oder zwei Spieler können an diesem Spaß teilnehmen. Sobald das Spiel geladen ist, folgen Sie den Anweisungen auf dem Bildschirm, um die verschiedenen Optionen zu definieren. Im Ein-Spielermodus können Sie entweder den Jeep oder den Helikopter steuern. Wollen Sie mit einem Freund eine Zwei-Spieler-Mission versuchen, dann treffen Sie bitte die Steuerentscheidung, *BEYOR* Sie auf Start drücken!

FRANCAIS

INSTRUCTIONS DE CHARGEMENT

COMMANDES: Manche à balai seulement.

Une ou deux peuvent prendre part au jeu – une fois le jeu chargé, suivez les incitations d'écran pour configurer les options. En mode un joueur, vous pouvez choisir de conduire la jeep ou de piloter l'hun ami, mettez-vous d'abord d'accord sur qui contrôle quoi *AVANT* d'appuyez sur le bouton de départ!

ATARI ST

Introduisez le disque dans le Lecteur A. Le programme se chargera et se déroulera.

AMIGA
Introduisez le disque dans le Lecteur A. Le programme se chargera et se déroulera.

C64/128
CASSETTE: Tenez la touche SHIFT enfoncée et appuyez sur RUN/STOP. Appuyez sur PLAY sur la cassette. Le programme se chargera et se déroulera.
DISQUE: Tappez LOAD"*",8,1 et appuyez sur RETURN. Le programme se chargera et se déroulera.

AMSTRAD
464: Appuyez sur CTRL et la petite touche ENTER.
6128: Tapez /TAPE et appuyez sur RETURN. Appuyez sur CTRL et la petite touche ENTER.

SPECTRUM
Mettez votre machine en mode 48k. Tapez LOAD" " et appuyez sur ENTER. Appuyez sur PLAY sur la cassette. Le programme se chargera et se déroulera.

ITALIANO

ISTRUZIONI DI CARICAMENTO

ATARI ST
Inserisci il dischetto nel drive A. Il programma si carica e gira da solo.

AMIGA
Inserisci il dischetto nel drive A. Il programma si carica e gira da solo.

C64/128
CASSETTE: Tieni premuto il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira automaticamente.
DISCHETTO: Batti LOAD"*",8,1 e premi RETURN. Il programma si carica e gira automaticamente.

AMSTRAD
464: Premi CTRL e Enter piccolo.
6128: Batti /TAPE e premi RETURN (INVIO). Premi CTRL e Enter piccolo.

SPECTRUM
Metti il computer in modalità 48k. Batti LOAD" " e premi ENTER. Premi PLAY sul registratore. Il programma si carica e gira da solo.

CONTROLLI: SOLTANTO IL JOYSTICK
Vi se possono divertire o due persone – quando il gioco è partito, seguire le istruzioni sullo schermo per configurare le opzioni. Quando c'é soltano un giocatore, potete scegliere di guidare la macchina o l'elicottero; se invece ci provate in due, insieme ad un amico, mettetevi d'accordo chi controlla cosa *PRIMA* di cominciare!